



The Old World is Dying. A New World Struggles to be Born.
Now is the Time of Monsters!

Centuries have passed since the retreat of the Empire from these lands. Petty nobility cling to power with the support of the priests of the One True Church of Mithras. Foreign warlords and bandits stake out pieces of land to rule as their own.

Faeries, once thought to have been driven from the realm millennia ago, have been sighted deep within the forests. Monsters of all sorts have begun encroaching closer and closer to civilization, overrunning old fortresses, abbeys, and the like. Rumors of vengeful undead abound.

Roads lie unpatrolled, watchtowers vacant. Ruins and relics of the old powers are scattered across the land, waiting to be recovered. The people cry out for saviors from this wretched existence. Glory, power, and respect await those who would help push back the coming darkness.

Will you take up the call?

Campaign

Hexcrawl across a dungeon-ridden points of light map. No main quest but different interconnected hooks and threats

Setting

Post-Roman Britain meets pre-Islamic Iranian state meets Inca empire. Human-focused. Low magic and low fantasy

When and Where

Every other Wednesday at Zach's apartment, 6 PM until done. Dinner will be takeout

System

Zach's d6 [SRD](#) (same name as the campaign)

OSR Playstyle

Recommend reading the last 3 pages of [Principia Apocrypha](#) for how to approach the game and solve problems